

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light
2-level: Sound

Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, jumps are minisplinter or fit jump, double jumps Splinter, cue-bid is a good raise in overcaller's suit.

1 NT overcall (2ND/4TH; Responses; Reopening)

2nd seat: 15-18 HCP.

4th seat: 11-14 HCP vs minors, 15-18 HCP vs Majors.
Same responses as after opening 1NT.

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls, but not bad red vs. white
2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong

Direct and Jump Cue Bids (Style; Responses)

Over m: Both Majors (5+-5+)

Over M: Other Major + ♣ (5+-5+)

Jump cue-bid: Asks for stopper

VS. NT (vs. Strong/Weak; Reopen: PH)

2♣ = Both Majors

2♦ = ♥ OR ♠

2♥ = ♥ and a minor (usually longer)

2♠ = ♠ and a minor (usually longer)

2NT = Both minors OR any Strong 2-suiter

4th seat and after initial pass: DONT

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take out DBL

Cue-bid: Ask for stopper

Jump in m: That minor + other Major (5+-5+)

Over 3M: 4m is natural

VS. Artificial Strong Openings

vs. strong 1♣: Eides

DBL: ♥

1♦ = ♠

1♥ = 2-4 ♥ and a minor

1♠ = 2-4 ♠ and a minor

1NT = Major + minor

2♣ = Both minors

2♦ = Both Majors

vs. strong 2♣: Eides

DBL: ♥

2♦ = ♠

2♥ = 2-4 ♥ and a minor

2♠ = 2-4 ♠ and a minor

2NT = Major + minor

3♣ = Both minors

3♦ = Both Majors

Against 2♦ Multi

2NT = 15-18 unbalanced

DBL = 15-18 and at least 3/3 in ♥/♠

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th
NT	3 rd /5 th (possible ATT)	3 rd /5 th
Subseq	Attitude	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)
Queen	QJ(x)	QJ(x), HQJx(x), KQ109(x)
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x	9x, 98(x)
Hi-X	Even number	xx, xxx, xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Count	Count	Count
NT:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Count	Count	Count

Signals (including Trump's):

Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number

Smith (NT): Hi-Low likes the lead from both.

Lavinthal: Obvious positions, and possibly when declearer leads.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Neg, Responsive, Support DBL to 2♥, Competitive DBL

1♣ - (1♦) - DBL shows 4+♥.

1♣ - (1♦) - 1♠ shows 4-4 in M.

1m - (1♥) - DBL shows 4+♠,

1m - (1♥) - 1♠ denies 4+♠,

1m - (1♠) - DBL strongly suggests at least 4♥



WBF

System
Card



Category: **Green**

NCBO/team:
Norway



Event:

Players:

Kristian B.
Ellingsen

Harald
Eide

System Summary

General Approach and Style

Natural, 5c M. 3rd hand openings may be light
Transfer responses to 1♣.

Light preempts **green** vs. **red**

1NT Openings: (14)15-17 HCP (5M/6m/single/5422)

2-over-1 Responses: GF except rebid in the minors

Special bids that may require defence

2♦: (2)5-7 HCP w/ (5) 6♥/♠ OR 24+NT

2♥: Good weak 2, 8-11 HCP, 6+ card ♥

2♠: Good weak 2, 8-11 HCP, 6+ card ♠

1♥-2♦=Weak raise to 2♥ OR NAT

1♠-2♦=Weak raise to 2♠ OR NAT

Special forcing pass sequences

When GF established

After 1m-(p)-2m-(2/3x)

After 1M-(p)-2NT-(3x)

Important notes that don't fit

Transfer responses to 1♣: 1♦=♥, 1♥=♠,

1♠=6-9 HCP (no majors), or any w/ ♦. 1NT= 10-12 HCP.

2♦= Weak or strong w/♥, 2♥= Weak or strong w/♠.

xy-NT/xyz: 2♣=sign off in ♦ OR INV, 2♦=GF

Psychics

Rare

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	10+ HCP, 3+♣ Might have 3♣ and 4♦.	1♦=4+♥, 1♥=4+♠, 1♠= 6-9 HCP (no majors), or any HCP with ♦. 1NT= 10-12. Inverted minors. 2♦ = Weak or strong with ♥, 2♥= Weak or strong with ♠, 2♠=Strong with ♦, 2NT= Weak pre-empt in ♣, 3♣ 6-9 HCP. Double jump shifts = void	1♣-2♣, 2M=Nat, GF, 2NT=11-12, 3♣= weak unbalanced, 3♦♥♠=Shortage, 3NT=13-14 1♣-1♦-1♥=3+♥ 1♣-1♦-1♠/NT= denies 3+♥	TRF at the 1-level 1♣-2♣= 6-9 w/4+♣ 1♣-2♦= 10-11 w/4+♣
1♦		3	4♠	10+ HCP, 3+♦ Normally good suit if 3-3-4-3	INVERTED m, 2M= weak jump shifts, 2NT=11-12, 3♣ = Weak pre-empt in ♦, 3♦= 6-9 HCP. Double jump shifts = void	Similar as for 1♣	1♦-2♦= 6-9 w/4+♦ 1♦-3♣= 10-11 w/4+♦
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣= GF if not rebid. 2♦=3-7 w/3+♥ or GF in ♦ (if not rebid). 2♥=7-11 w/3+♥. 2♠=shortage in m. 2NT=4+♥ GF. 3♣ = 6-9 or 10-11 w/4+♥. 3♦= shortage in ♠. 3♥= pre-empt. 3♠=to play. 3NT=void in ♠. 4♣/4♦=void	1♥-2NT, 3♣ = Min. 1♥-2NT, 3♦ = extra values, no shortage 1♥-2NT, 3♥♠ NT = shortage 1♥-2NT, 4-level= Natural 5-5 1M-1NT-2NT: FG	1♥-2♣ = 3-card raise 1♥-2♦ = 4-card raise
1♠		5	4♠	10-22 HCP, 5+♠	Similar as for 1♥	Similar as for 1♥	1♠-2♣ = 3-card raise 1♠-2♦ = 4-card raise
1 NT			4♠	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=Stayman, 2♦/2♥=TRF, 2♠=TRF to ♣, 2NT= Both minors, weak or strong. 3♣= TRF to ♦, 3♦=Nat game try, normally good suit. 3♥♠=Shortage. 4♣/4♦ = TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; pass w/ equal length. 1NT-2♣, 2♦♥♠-3♣=Asking bid. 1NT-2♣, 2♦/♥-2♠= weak w/ 4♠ and 5+ in one minorsuit	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/5-5 minors, 3m=GF 5+	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 nd negative, can stop in 3M.	
2♦				(2)5-7 HCP w/ (5)6♥/♠ or 24+HCP and (semi)balanced (Depends on pos. and vulnerable)	2♥/2♠= pass/correct, 2NT= Forcing, 3♣♦=To play, 3♥= pass/correct.	2♦-2NT, 3♣= Minimum w/♥, 3♦= minimum w/♠, 3♥= max w/♠, 3♠= max w/♥.	
2♥		6		6+♥, 8-11 HCP	2♠=Constructive, 2NT=Ask for shortage 3♣= Ask for strength/suit quality, 3♦= NAT GF. 3♥=Preempt (can be raised), 3♠/4♣/4♦=Splinter, 4NT=BW	2♥-3♣= 3♦ min./min., 3♥= Good suit, min. HCP, 3♠ bad suit, max HCP, 3NT max both. 2♥-2NT-4♣,4♦=Void	
2♠		6		6+♠, 8-11 HCP	2NT=Ask for shortage, 3♣= Ask for strength/suit quality, 3♦, 3♥= NAT GF, 3♠= Preempt (can be raised), 4♣/4♦=Splinter, 4NT=BW	Similar as for 2♥. 2♠-2NT-4♣,4♦,4♥=Void	
2 NT			4♠	20-21 HCP	3♣ = Puppet Stayman, 3♦/3♥ = TRF, 3♠ = 44+m, 2NT-4♣/4♦/ slam try	2NT-3♣, 3♦=At least one 4c M, 3♥/3♠=5c, 3NT=Denies 4/5 c M	
3x		6		PRE, ACC to VUL	Natural		
3NT	✓			Solid minor, gambling	4♣=p/c, 4♦ =Ask for control	High Level Bidding	
4♣				PRE, ACC to VUL	4♦=cuebid, 4♥♠=To play, 4NT=BW	1430 Blackwood (over ♦/♥/♠) and RKCB (over ♣)	
4♦				PRE, ACC to VUL	4♥♠=To play, 4NT=BW	Exclusion RKCB, DOPI/ROPI/	
4♥,♠		6		PRE, ACC to VUL	4♠=To play 5m=Cuebid	5NT is frequently pick a slam.	
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace	Splinter bids	
2♦		6		4th seat: 11-13 HCP, 6+♦	2NT=INV	Cue-bids (Italian style)	
2M		6		4th seat: 11-13 HCP, 6+M	2NT=Ask for singleton	Lightner DBL	